Web Development Game Protocol

■ Objective

To test participants' HTML and CSS web development skills by recreating a given image or webpage layout within 1 hour, using only offline tools — no internet or Al assistance.

■ Event Details

Duration: 1 Hour

Challenge: Recreate the given image or webpage layout using HTML and CSS only **Judging Criteria:**

- 1. Accuracy (how closely it matches the given design)
- 2. Code structure and neatness
- 3. Responsiveness (if applicable)
- 4. Completion within time limit

■ Rules & Requirements

General Rules:

- 1. Participants must recreate one static web page based on the provided design (image or reference page).
- 2. The given design will be shown exactly at the start of the competition.
- 3. Only HTML and CSS are allowed.
- 4. No Al tools, templates, or internet searches allowed.
- 5. Work must be done offline.

Software & Setup:

- Their own laptop
- Pre-installed code editor (VS Code, Sublime Text, Notepad++, etc.)
- A modern browser (Chrome, Firefox, etc.)
- Pre-installed Live Server (optional but recommended)

Disallowed:

- No JavaScript or frameworks (Bootstrap, Tailwind, React, etc.)
- No ChatGPT, Copilot, Stack Overflow, or online resources
- No internet access during the challenge
- No templates or previously created files

■ Judging & Winner Criteria

- Page accuracy compared to the provided image 50%
- Neat and clean HTML/CSS code 20%
- Proper folder structure 10%
- Time management & on-time submission 10%
- Optional: Mobile responsiveness 10%

Winner: The participant whose page most closely matches the given design within 1 hour will be declared the winner and will receive a **cash prize**. In case of a tie, code quality and neatness will decide.

■ Checklist for Participants

[] Laptop fu	lly charged
[] Code edit	tor installed
Γ	l Browser i	installed

■ Winner Declaration

The winner will be announced shortly after judging. In case of a tie, code quality and neatness will be considered. The winner will also be awarded a **cash prize**.